Dodgeball: A TRUE Underdog Story

In a world, much like your own, dodgeball… still doesn't really matter. It still gets played in gym class. It still isn't a respected professional sport.

But man, a lot of people are into it.

Girl guides have a team. BDSM clubs have a team. Independent Gyms have a team. Professional Sport teams have their own teams. Branches of the military have their own team, and the old folks home down the street? You guessed it- they have a team. Fashion houses, celebrities, and UN committees. Everyone has a team.

The prizes are modest but substantial, and with such a wide player base, nobody judges their more eccentric competition (out loud).

Here, take these! +1000cp

AGE: 16+2d8 SEX: As you are OR: pay 50cp to choose both

Origin

No matter what Origin you take, you begin in a modest home- likely an apartment or condo- appropriate to your means and paid up for six months, somewhere in continental **United States**. You also have a complete paper trail, a local gym lifetime membership, and a newspaper on your kitchen table with the hiring section already marked up with a selection of jobs suited to your abilities.

Free! - The New Guy

No memories, no history- save the bare minimum of a paper trail that you won't get in trouble.

50cp - The Little Guy

Your gym membership is to a modest little hole in the wall. It might even be Peter LaFleur's Average Joe's! You've got some great friends there, even if they're a little eccentric, but the gym has fallen on some hard times. The owner can't quite make ends meet for whatever reason, but did you hear about the prize for this Dodgeball tournament?

You're probably lower middle class, and your history is of not-quite-good-enough. That's probably going to change now.

50cp - The Big Guy

Your gym membership is to the Globo-Gym national chain. The best equipment money can buy is supervised by the best trainers money can buy, and the people who can afford this kind of quality make up the membership- the rich, famous, and snobbish. You might not be one of these, but they'll look past that.

The local owner has finally decided to crush a nearby gym to secure a monopoly and clear out the lot to make a parking lot. They've gotten wind of the crazy last ditch scheme they've hatched though, and you've been voluntold for the team that'll stonewall them from winning the prize in a dodgeball tournament.

50cp - The Weird Guy

Damn, you're enthusiastic about… something. It invades every aspect of your life and honestly? Nobody really cares, because they understand that you're just passionate about something and it only has to involve them if they let it involve them.

In order to fund your interest, or perhaps to raise awareness, you play Dodgeball in the competitive circuit. It's good fun for you and your pals, it helps you meet other enthusiasts, and the prize money lets you update the paraphernalia that go along with the hobby.

Perks

The New Guy

100cp - She's Gotta Be A Lesbian (Discount with New Guy)

Sometimes you're just not interested. Those that fail to spark your romantic or sexual interest will unerringly know this intuitively, coming up with their own reasons why and happily pursue a platonic relationship with you instead. The ones you are interested in receive a different effect, possessing a certainty of uncertain source that you wouldn't object to something more.

300cp - All There In The Backstory (Discount with New Guy)

Never again do you need worry how to explain your myriad skills and talents. So long as it isn't supernatural to the target, you will always have a single sentence explanation referencing your past that satisfies inquiring minds, with the added bonus of either being true, or impossible to disprove. Particularly useful explaining away knowledge you shouldn't have, or skills from another life.

600cp - Dodge, Duck, Dip, Dive, Dodge (Discount with New Guy)

You are one of the best dodgeball players to ever live. You are preternaturally skilled at catching, deflecting, and throwing balls.

Most importantly, however, is your mastery of the five Ds. You have a near perfect ability to dodge- anything you could dodge upon perceiving it with any of your senses will be dodged. Be warned that some things can't be dodged- you can be overwhelmed by numbers, duration, or speed.

And since Dodge is in the name twice, let's give you a little extra bang for your buck- the best way to dodge is to not even be there in the first place. You gain a danger sense that will warn or even prevent you from moving into the path of immediate danger.

The Little Guy

100cp - She's Not A Lesbian (Free with Little Guy)

It's a simple fact: if you're interested, they're interested. If someone is aware of your romantic or sexual interest in them, their own tastes and interests will expand to include a strong possibility of such a relationship.

300cp - If you can dodge a… (Discount with Little Guy)

You are a master at unorthodox training methodologies. it may be weird, inane, or outright stupid, but it totally works.

This perk improves your ability to teach and learn, allowing you to impart knowledge, skills or wisdom with potentially absurd tasks or challenges. Every arbitrary restriction or stake you add to the learning process dramatically increases the learning rate. Learning to dodge is one thing, but learning to dodge wrenches, while wearing a blindfold, in oncoming traffic, during a rain storm? *Fantastic*. You'll be done in a night.

600cp - Grab Life By The Ball (Discount with Little Guy)

You can't wait for life to give you lemons. You have to grab it by the balls and *demand* lemons. As a peace offering, life will now once per year make you aware of a tournament that will over the course of it, if you place first in, will neatly solve one major conflict or problem in your life, in addition to offering opportunities for personal growth and stronger interpersonal relationships. It is up to you to recognize and seize these opportunities though.

The Big Guy

100cp - All I Know Is That Dyke Can Play (Free with Big Guy)

Race, accent, gender, sexuality, social class, age, wealth, relations, dress- these are but a few of the ways your worth or capability is judged. You may, at will, choose for these or other superficial traits to be ignored for an objective merit based evaluation of yourself, or instead for a trait to be exaggerated in their perception. You may mix and match. You may also apply this to your perceptions of others to eliminate these biases in yourself.

300cp - We're Better Than You, And We Know It (Discount with Big Guy)

Yours is a terrifying and blood-curdling presence- or at least you're really good at faking it!

Your ability to intimidate, cow or otherwise sabotage an opponent's confidence is amazing. One-liners, zingers, and cutting retorts can be delivered with surgical precision.

The results of this vary from target to target, but 'whipped dog' sounds are common, as is a dramatic reduction in effectiveness. The reduction in confidence only lasts for a few hours, but it is a significant drop in competence.

600cp - On The Ball (Discount with Big Guy)

Dodge, Duck, Dip, Dive, Dodge- those are all so weak. No projection of force what-so-ever. The defensive game is a losing game. Eventually they'll tire, they'll slip, they'll be *vulnerable*. This is the counter.

Your ability to recognize opportunity, and more than that, *capitalize* on it borders on the unnatural. In all things that can be cast as a competition with other thinking beings, you are hyperaware of their missteps- in conversation, in business, in sports, in combat. It's up to your own experiences to tell you why what something someone did was a mistake, and more importantly, how to take advantage of it. As long as that's met, you'll recognize the instant they stumble, or overextend, and you'll have a sense for that perfect moment to strike.

The Weird Guy

100cp - Not That There's Anything Wrong With That (Free with Weird Guy)

Let's face it, you're weird. And that's okay. Your enthusiasm is to be admired- it isn't quite infectious, but it is implicitly understood. So long as you don't attempt to force your interests, hobbies, affections, or the like on others, they will in turn understand that it's just something that make you, you. They recognize that you and your eccentricity aren't hostile to them or their way of life (so long, as, you know, it isn't), and leave you in peace.

300cp - Infectious Enthusiasm (Discount with Weird Guy)

When you enjoy something, you want to share it with other people- maybe to validate your own interests, maybe because it'd be able to improve the lives of others just as it does your own. While you're in conversational range of another, you may share your enthusiasm and enjoyment for an activity or subject with others- literally. People will enjoy doing the things you enjoy with you, your highs and thrills being reflected to them, translated appropriately; they might even find their own independent enjoyment of it. (If you beat them in a game, they'll still enjoy the competition and challenge.)

You may also choose to be the recipient of this effect. You'll always be able to find participants, partners, or be one yourself for someone else.

600cp - Screwball (Discount with Weird Guy)

Weird is marginalized because, fundamentally, it's something that people don't understand. Why do you like that? Why do you do it like that? Why, why, why? To baffle and confuse- this is your power. Your end goals- what you hope to achieve- can now be made nigh inscrutable to your enemies, and obvious to your allies. This will not prevent one from dodging the ball you throw at their face, but it will make it exceptionally difficult for them to recognize that you're herding them into your ally's lane of fire.

Items

The New Guy

50cp - Gym Uniform (Free with New Guy)

It's simple, yet flattering. This shirt-and-shorts combo is ideal workout and play gear for whatever you need. While wearing it, any physical exertion will end up making you look better- model-flushed, with shining skin and the like instead of grody and wrung out. Foul odor is banished as a matter of course.

100cp - Gym Membership (Discount with New Guy)

This standard plastic identification card is accepted absolutely anywhere dedicated to physical fitness. Flashing it at the entrance will be sufficient to convince a world class Olympic facility that you're entitled to any of their machines, and a medieval training yard would welcome you with a slap on the back and set you up with a routine.

200cp - Dodgeball (Discount with New Guy)

An always perfectly regulation American Dodgeball dodgeball. By producing this item and striking a foe with it- any part of the body will do- the current local conflict (marital, social, business, open combat) will instantly halt so long as lasting harm was not intended by any party, and everyone that has taken a side will agree that the matter can be settled in a duel by dodgeballs, right now.

The Little Guy

50cp - Water Bottle (Free with Little Guy)

It's a water bottle. You may banish or summon it with a thought, and whenever freshly summoned it's full to the top. Stay hydrated!

100cp - Executive Desk (Discount with Little Guy)

You have a hectic life, and anything that takes the edge off is welcome. This desk can fit into an office or home. It automatically organizes all of your paperwork- keeping everything straight and separate, even if you have thirteen publicly traded companies, twenty seven freelance gigs, and seven novels you're writing in your spare time.

Legal and bureaucratic documents, forms and anything that needs to be filled out have those tasks done automatically, and you only need to sign them. Lastly, those forms are automatically delivered to your desk, skipping any sort of mail system, ensuring ideal delivery.

If you set a computer up on this desk, digital documents are organized and delivered with equal effectiveness.

200cp - Deus Ex Machina (Discount with Little Guy)

At some point each decade, when you need it most, the Deus Ex Machina will find you- a one time lump sum payment that will get you that cash you really need. If it's a problem that you can solve by throwing money at it though, this will do the trick.

You'll recognize when you receive it- it always seems to come into your hands as a result of the actions of your current antagonist. If a decade goes without you running into this, then the 'use' may be saved and be spent at will. Use it to cover a restaurant bill or to pay for a space elevator.

The Big Guy

50cp - Milkshake OR Nutrient shake (Free with Big Guy)

One tastes delicious and comes in a variety of flavors- and probably isn't the best for your health. The other comes in one flavor- gruel- and does wonders for your health. Choose one upon purchase. You may summon one whenever you like, but only one at a time.

100cp - Inflatable Workout Gear (Discount with Big Guy)

This… flattering garment is scientifically proven to improve your workout and boost your confidence, and it even comes with a handy, thumb-powered pump to ensure you never go flat when it counts.

When wearing it, (and while sufficiently pumped up), your confidence is improved to the point of brazen foolhardiness. If you absolutely, MUST do something, this outfit will let you quash all hesitation, cowardice or other psychological factors that prevent you from attempting it.

Unfortunately, wearing it makes you look like a total tool, and it utterly compromises your ability to get laid (despite the creators intending otherwise).

200cp - Money Maker (Discount with Big Guy)

White Goodman made some poor decisions, and now you're the sole owner of the Globo-Gym franchise! You've probably done the sensible thing and appointed someone else to take over the operation of the franchise. You receive a modest return as a result- even if it's a national chain, it's still a *gym* chain.

In future jumps, you will find a modest but robust and self sufficient franchise is owned by you. Maybe you could make something more of it...

The Weird Guy

50cp - Mail Order (Free with Weird Guy)

There are a variety of reasons you might not want to use normal mail services. Ordering some rare comics and you tell them not to fold? Ugh, the creases. Fine china ware in a box labeled delicate? Ye gods, the tiny pieces. And some things just aren't worth the gossip that would get out if someone peaked. It's just so slow, too.

A mail slot appears in your Warehouse. Inserting a mail order from a catalogue for a real, currently available service, in addition to appropriate cash or cheque, will see your order (so long as it's in stock) delivered within the day by way of appearing next to the mail slot. Online shopping will also deliver by this method.

These services will track an account but will not associate it with your identity, should you desire.

100cp - Convention Packet (Discount with Weird Guy)

You're weird, but you're not alone. This is a plastic folder that self-repairs. Reaching in while announcing an interest will produce a booklet detailing the time, location, subject, and general attractions of several organized events that you'll be able to attend- provided you're able to reach the location. Flashing the packet will pay for your admission.

It has the added quirk of causing, at minimum, a casual dodgeball tournament at the event, should you attend.

200cp - Garment Gloves (Discount with Weird Guy)

These are a pair of pure white gloves. Bound to them is an intelligence with a mind for fashion: a designer, seamstress, clothier, and tailor without mortal peer. It has the ability to scry for fashion based information- from international trends to precise measurements. Given materials and orders, it will industriously produce fine apparel, producing any modifications, clothing, footwear, accessories, etc that is within theoretical mortal ability. It has sufficient telekinesis to move itself and to independently suspend materials. It must be provided with materials, though it may be provided a lump sum or budget with which to magically acquire materials at cost.

You may wear the gloves to channel the skills (but not powers) of the entity, perhaps even learning from it.

Companions

Free! - Some Of My Best Friends Are Dodgeball Players

You may import eight Companions, granting them a past in this world. Since everyone in this world plays dodgeball, they have at least a moderate amount of skill in the activity- more if they were already particularly physically or martially inclined. Your Companions share your Origin, in addition to any 600cp perks you purchased for yourself, with or without a discount.

100cp - Patches O'Houlihan

The greatest teacher to ever grace the sport of Dodgeball can now be yours as a steadfast and stalwart companion in your future jumps. While he will always be wheelchair bound, curmudgeonly and otherwise abrasive, he is still a genius at his trade- training jackasses like you!

A short time after the beginning of each jump, you will run into Patches, with his backstory and relevant knowledge updated to match a given world or universe. He will then be your mentor, offering exposition and a tutorial on wherever you happen to be.

However, Patches comes with his own complication- **Luck o' the Irish**. At some point early in your jump, he is doomed to die in some suitably ironic fashion, and like all the great mentors, his death will motivate you to use his teachings in some climatic situation, and generally kick ass.

Patches O’Houlihan does not take a Companion Slot.

Complications (Max +600cp)

+100cp - Girl Scouts

Your first match in any competitive environment will always be these adorable little girls. You'll always feel terrible when the first one goes down thanks to her crocodile tears. After they reveal their true nature and try to nail you in a sensitive spot, you'll probably get over it- until the next tournament. How could you hit a little girl!?

+100cp - Friggin' Chuck Norris

You can't seem to keep the rules straight; you have a terrible tendency of violating them, and while your unintentional rule breaking won't get you disqualified- merely keeping your opponents in the game- it's going to get annoying quick when you have to take the same guy out twenty separate times because of technicalities.

+100cp - The Check Bounced

Your local gym is facing some financial woes- even if it's part of a franchise. The owner is too proud to accept any donations or investments, and will only accept assistance in the form of you joining their Dodgeball team as they head to the nationals to win the grand prize, which is conveniently exactly enough to make up the shortfall. You're compelled to attend and participate. You'll continue to enter tournaments until you win the prize and save the gym. The gym will somehow not get bulldozed until you win.

+200cp - Body Image Issues

Your confidence and pride in your physical profile is a feeble thing at best. You *need* external validation and approval for your body, and it will be rare and hard earned- a hard workout will last you 24 hours, but someone implying you might be fat? You'll be shaken for days, if not weeks.

+200cp - I Just Threw Up In My Mouth A Little

The more reprehensible or foul you find a person on a personal level, the more they're sexually and romantically interested in you.

+200cp - I'm Sure This Decision Won't Haunt You Forever

You have a terrible doping habit. Mainly because your Perks are all beyond you without these Jumper-grade Beaver Tranquilizers. You may summon these at will, but be warned, they're terrible obvious with even the most cursory test.

While you might be able to hide this at a casual level, it'll be much more problematic at any official level.

+300cp - You're Not A Pirate

You gain a blatant and obnoxious act that you live 24/7. It's not even accurate, based on cliches and generally makes one wonder how you function in society (you don't). You're so invested in this act that you've lost access to all supernatural powers and items. Your mundane skills are all filtered through the cliche you live.

+300cp - What Is Good In Life

You are obsessed with proving your superiority, often in petty ways, becoming worse than a Saturday morning cartoon villain and just as competent, always getting your comeuppance. This is ten years of shame.

+300cp - Serious Business

All those movers and shakers playing dodgeball? Yeah, they're no longer just treating this like a game. Favors are now brokered through dodgeball games, and corporations live and die by the careers of the teams they field. Entire revolutions have been determined by an inflated rubber ball colliding with a foreign dignitary's face- and truly, that's the most dangerous part. The fate of the world is determined not merely by who wins these matches, but by the egos and whims of capricious individuals who will retaliate in the 'real world' for the slight of being taken out by a headshot, or whatever else they might find offensive. Are you prepared to play international politics as you play dodgeball?